

Isle of Bandits

Team: Fire Joe

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Our game: Isle of Bandits is an RPG that takes place in ancient Japan. However, because this is a video game, my partner and I used artistic license in the creation of the characters and the town. The playable characters and much of the town has a European influence due to the western civilizations influence on the eastern cultures during this period of time.

The game starts out on a beach where the main character, Renji, has just awakened from being knocked out. On the beach are his companions a pirate named Kai and a samurai named Yasuhiro. After a brief conversation with the characters, they join your party. The player then begins to advance up the trail toward town, picking up any secret buried treasure that they find on their way.

As the players proceed toward the town they pass by a tent. Inside is a little old man who fights the party, if the group defeats him they acquire an apple that can later be used to bribe a guard in front of the emperor's castle. The players continue up the trail until they reach the town. Inside they can interact with the townspeople, listen to rumors, and buy weapons and items with the money that they found from buried treasure. When the player is ready, the party heads north to the castle courtyard where they find a hungry guard guarding the gate. The player can choose to give their apple to the guard, which causes him to turn his back, allowing the player to enter the castle.

Inside the castle the player must battle countless enemies as they attempt to find their way to the emperor's throne. When they eventually reach his throne room, the screen shakes and the emperor transforms into a demon that the party must defeat! If they win the battle, the emperor returns to normal, order restores to that part of the world, and the game is beaten. But it was only a prologue to the next game! There are still 8 more

demon emperors across the land that are even more powerful than this one, and they must all be defeated to rescue Japan and save Renji's brother!

The player wins the game by defeating the final boss of the game – the possessed emperor. However, the player loses the game if any opponent reduces the entire parties health to zero, in other words, kills the entire group. The player's main goal in the game is to defeat the emperor; however, there are also many short term goals that the player must accomplish before he/she can beat the game's main goal. For example: the player must figure out a way to gain access to the king's castle. The player must also gain enough experience to "level up" his/her party and make them strong enough to defeat the emperor while attempting not to die in the process.

Luckily for the player, because the game is an RPG, the controls are fairly simple. The player controls the main character by using the directional keys on the keyboard to move the character up, down, left, and right. The player uses the space bar to interact with people, animals, enemies, and objects. The space bar is pressed in an order to perform such acts as opening treasure chests, gaining information about objects, starting a conversation, and fighting an opponent. The space bar and the directional keys also are the only buttons used during battle. The player uses the directional keys in an order to move from attack, skill, defend, and escape. He/she then uses the space bar to select one of these commands. Attack causes the character to attack their opponent with an attack that doesn't deplete spell points; skill allows the character to use their special skills such as magical attacks, skills that make the party stronger, or even healing spells. However, unlike the regular attack command, skills require the use of spell points. The player only has a limited amount of spell points, so they must use them wisely. The defense

command causes the character to defend for one turn so that they cannot be hurt as easily, but they waste their chance to inflict damage on their opponents as a result. The final command is the escape command. That command gives the party a chance to flee from the battle without having to fight their opponent. However, every time that the party fails to escape, the enemy has an “attack of opportunity” because the party wasted their attack turn attempting to flee. If the player is successful at escaping from battle, they do not acquire and experience, items, or money; but they do avoid battle, for the moment.

The final plot for our game is that long ago in the Islands of Japan there was a prosperous kingdom. The emperor ruled the land fairly and justly for many years. People forgot their hardships and started to take their good fortune for granted. One day, a traveler arrived in the town bringing news of distant lands being taken over by demons. The people did not take him seriously and he left indignant.

Not many months later, the emperor started to act strange. He stopped eating and often locked himself into his chamber. His judgments became strict and cruel and rumors started about his royal guards becoming demonic.

The story starts on a small prison island: Ryukyu, where a community of former bandits were living peacefully amongst the land. Their leader had two sons-- Renji and Tomeo. One day, a horde of demons showed up and kidnapped Renji's older brother, Tomeo. It was foretold that the two brothers contained a power that would be able to unlock an ancient weapon.

Eager to avenge and rescue his brother, Renji set out on a voyage. Along the way he met a Pirate named Kai and a Samurai named Yasuhiro. Together they journeyed through many hardships. Finally, after years of sailing, a storm brought their ship

directly to the royal islands. It is up to the player to help them defeat the emperor and restore order to the land.